

# SEGA SATURN™

## STUNNER™



### THE SERIOUS PLAYER'S WEAPON OF CHOICE!

Custom Stunner Arcade Gun with revolutionary technology and single-action trigger lets you aim, shoot and reload with maximum speed.

- The real look and feel of the arcade shooter brings the serious action home.
- Works with Virtua Cop and other Sega Saturn shooting games.
- With 2 Stunner guns your friends can join you in taking Virtua Cop rapid-fire action to a new level.

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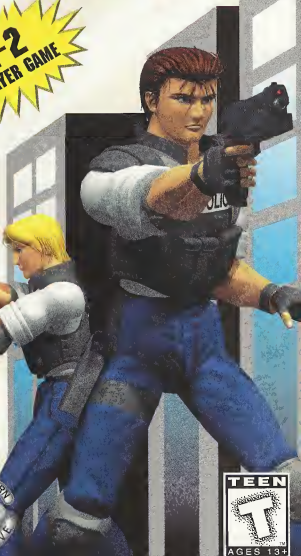
SEGA®



# VIRTUA COP

**1-2  
PLAYER GAME**

SEGA SATURN™



81015

## WARNINGS

### READ BEFORE USING YOUR SEGA SATURN

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### HANDLING YOUR COMPACT DISC

- ☐ The Sega compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

#### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

#### Visit Sega's Internet Sites at:

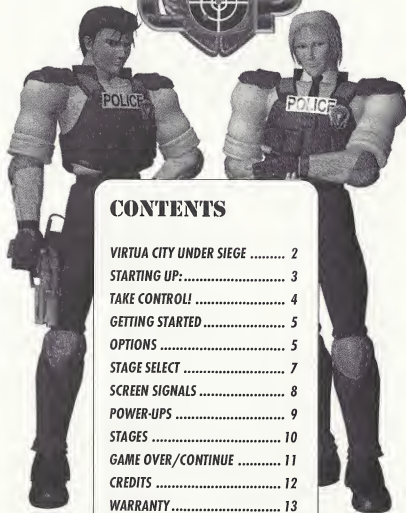
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French Instructions/Instructions en français .....1-800-872-7342

## VIRTUA CITY UNDER SIEGE



One month ago, a veteran detective in the Virtua City Police Department uncovered an illegal gun-running operation that was taking place in the middle of the city. He managed to trace the runners back to a mysterious and powerful crime syndicate, and had a mountain of evidence to back his claims... until

he was discovered and eliminated. Some of his evidence made it back to headquarters, a special task force was formed, and you were called for the job.

Here's what it all comes down to: you're a cop, one of the city's finest, stalking the gun-runners in the most scumbag-infested districts of the city. And it's an all-out war between the syndicate and the law.



Grab your gun and ammo, and get ready to dispense some justice on these mean streets. Clean out docks and warehouses of armed smugglers; clear office buildings of scum. Pick snipers off distant buildings and dodge axe-wielding maniacs as they charge you from out of nowhere. Armored thugs lob axes and grenades into the fray—if you don't deal with them first, you'll have to try your luck at shooting their projectiles out of the air. And watch out for the bystanders—hitting one is just as bad as shooting yourself. And bear in mind that the bad guys are not above taking hostages.

It'll take a steady hand, lightning reflexes and nerves of steel to fulfill your duty. Are you up to the task?

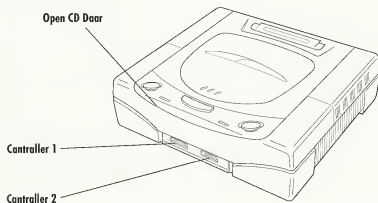
## STARTING UP

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Contraller 1. For 2-player games, plug in Contraller 2 also.

**Note:** *Virtua Cop* is for one or two players.

2. Place the *Virtua Cop* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

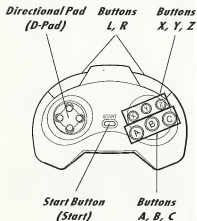
**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## TAKE CONTROL!

### SEGA SATURN CONTROL PAD



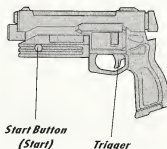
- **D-Pad** highlights items on menus and moves cursor around screen
- **Button A** fires weapon
- **Button B** reloads weapon (Press twice quickly)
- **Start** pauses game/resumes play when paused

**Buttons C, X, Y, Z, L, and R** are not used.

**Note:** Be sure to turn the Sega Saturn off before changing controllers.

### SEGA STUNNER ARCADE GUN

Try the Sega Stunner for the most realistic, arcade-style shooting action! Just point and fire.



- To **highlight** items on menu screens, **pull the trigger**
- To **reload**, point the Sega Stunner **away from the screen** and **pull the trigger**
- To **start** the game, **pause** or **resume** play, press the **Start Button** located on the muzzle of the Sega Stunner

## GETTING STARTED

Following the Sega logo is an intro screen. Press Start at any time to bring up the Title screen.

### FROM THE TITLE SCREEN:

Function	Control Pad	Sega Stunner
Choose mode	D-Pad UP/DOWN	Pull Trigger
Enter mode	Start	Start

**Arcade** lets you play on arcade-style game. Choose **Option** to configure your game or sample music and sound effects.



## OPTIONS

Function	Control Pad	Sega Stunner
Choose option	D-Pad UP/DOWN	Pull Trigger
Change option	D-Pad LEFT/RIGHT	Start

To leave the Option screen, highlight EXIT and press Start.



**Difficulty:** Choose on Easy, Normal or Hard game.

**Gun Looseness:** Makes your enemies easier or harder to hit. Choose Easy, Normal or Hard.

**Life:** Choose from 1 to 9 Health points per game (see "Life Markers" on page 8).

**Continues:** Choose from 0 to 9 chances to continue your game, or select FREE PLAY for unlimited Continues.

**Sight:** Leave the Lock-on Sight on to help you locate your next target, or turn it off to make the game more challenging (for an explanation of the Sight function, see page 8).

**Audio:** Choose stereo or manual sound.

## SOUND TEST SCREEN

Sample the music and sound effects used in the game. To return to the Options screen, select EXIT and press Start.

Function	Control Pad	Sega Stunner
Call Up Screen	Button A	Start
Choose option	D-Pad UP/DOWN	Pull Trigger
Change option	D-Pad LEFT/RIGHT	Start

## GUN ADJUST SCREEN (STUNNER ONLY)



Use this screen to adjust the way your Sega Stunner interacts with the screen. Select GUN ADJUST and press Start. When the target appears on screen, fire straight at the center. You might miss at first, so keep firing at the center of the target until your shots go where you want them.

When you are finished, aim the Stunner away from the screen and pull the trigger. A menu appears; shoot at the desired option.

**Default** cancels the setting you have made and returns the alignment to its default setting.

**Cancel** returns the gun to default setting and returns you to the target to try again.

If you are satisfied with your setting, select **Exit** to return to the Options screen.



## FOR BEST RESULTS:

- **Remain the same distance from the screen at all times.**  
Changing distance can confuse the Stunner's interaction with the screen.
- **Fire at the screen straight on.** Firing from an angle can cause your shots to not register.

## KEY ASSIGN SCREEN (CONTROL PAD ONLY)

Configure your Control Pad. Press the D-Pad UP or DOWN to highlight a function, then press the button you wish to use for that function. When you are finished, highlight EXIT and press Button A.

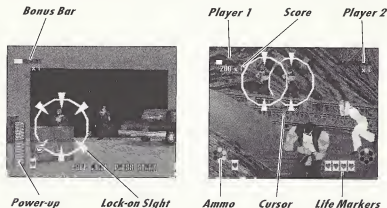
## STAGE SELECT



Once you select Arcade Mode and press Start, the Stage Select screen appears. Shoot the stage you wish to enter.



## SCREEN SIGNALS



If you are using a Sego Saturn Control Pod, the **Cursor** indicates where your shot will go when fired. The cursor is not visible when you use the Sego Stunner.

**Bonus Bar** fills up as you score multiple hits on your targets. Fill the bar completely to increase the value of your score by one. The bonus is reset to 1X if you hit a hostage.

Your **Score** is displayed with each hit. Shoot the weapon from an enemy's hand to obtain a Bull's Eye bonus of 5,000 points.

Each time you are hit by an enemy, you lose one point off your **Life Markers**. You also forfeit one Life Marker if you hit a hostage. Lose all your markers, and the game ends.

**Ammo** shows how many rounds are left in your gun. When you run out, the word RELOAD appears on screen. Try to avoid this. Reload often. If you are using a Power-up, the ammo for that weapon is shown here. Refer to the next page for more on Power-ups.

**Lock-on Sight** displays your next target and level of safety. Green means you're still safe. Yellow means things are getting threatening. Red means your enemy is just about to fire. For an additional challenge, the Sight can be turned off in the Option screen (see page 6).

## POWER-UPS

Power-up icons are concealed in each stage. Uncover and shoot one to grab the Power-up. If you've picked up a weapon Power-up, a special ammo indicator will replace the normal Ammo indicator as long as the Power-up is active. Special weapons last until you are hit, or until you run out of ammo.



**Automatic** gives you 15 rounds of ammunition that you can reload a limited number of times.

**Machine Gun** gives you 30 rounds of ammunition. Hold down the fire button or trigger to hose 'em! This Power-up lasts until you run out of ammo.

**Rifle** gives you 24 rounds that you can fire three at a time. This Power-up lasts until you run out of ammo.

**Magnum** gives you 6 rounds that are powerful enough to drill through armor. You can reload on unlimited number of times.

**Shotgun** gives you 6 rounds of wide-range firepower. You can reload on unlimited number of times.

**Life** gives you one extra Life Marker.



## STAGES

Each Stage has two scenes. At the end of each scene, you'll see your score and a rating of your accuracy. After the second scene, you face the Boss of that stage.

### STAGE 1: ARMS BLACK MARKET



Play a deadly game of hide and seek among stacks of crates in the dock warehouse district. Keep calm here—o hostile trigger finger could be your downfall.

### STAGE 2: UNDERGROUND WEAPON STORAGE

Here things start getting ugly. Axe-wielding thugs charge you from up close, and other slimeballs lob grenades and other weapons of you from their hiding places. Pick off oncoming projectiles to save Life Markers. And watch out for the romping construction equipment...



### STAGE 3: GANG HEADQUARTERS



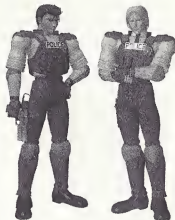
Welcome to Syndicate headquarters. Time to flush the head rot from his hole. Engage in guerrilla warfare amidst a jungle of desks, computers and helpless hostages...

## GAME OVER/CONTINUE

When you run out of Health points, the game ends. You will be asked if you wish to continue. Press Start before the timer reaches zero to continue play at your current level. The game ends when you run out of Continues. In a 2-player game, the game ends when both players run out of Continues.

### NAME ENTRY

So how good was your marksmanship? Good enough to make the top ten? If so, you'll see the Name Entry screen after the game ends. You have 20 seconds to enter three initials. To select the initial, shoot the desired letter. If you make a mistake, shoot "BS" to back up a space. When you are finished, select ED and see where you rank!



**SEGA GAMEPLAY HOTLINE**  
1-415-591-PLAY

*For French instructions, please call:*  
*Instructions en français, téléphoner au:*  
1-800-872-7342

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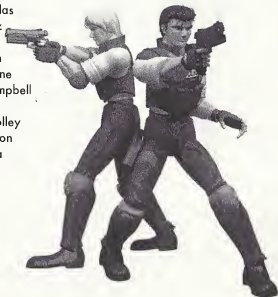
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Osamu Shibamiya

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## LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90 day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

## LIMITATIONS ON WARRANTY

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